

## **LISTING OF CLAIMS**

1. (Cancelled)
2. (Cancelled)
3. (Previously Presented) The method of claim 31 in which the player also physically actuates the gaming machine as a separate, added step to activate the machine.
4. (Previously Presented) The method of claim 31 in which the player also provides a separate, personal identification to the gaming machine in the form of letters or numbers as a necessary prerequisite to said machine activation.
5. (Cancelled)
6. (Previously Presented) The method of claim 31 in which, after evaluation of said data, the gaming machine is activated in a specific mode selected from a plurality of possible modes of activation, the specific mode selected being a function of the individualized data.
7. (Original) The method of claim 6 in which the specific mode selected comprises a particular game or choice of games to be played.
8. (Original) The method of claim 6 in which the specific mode selected comprises a special offer of a benefit or activity for the player.
- 9-18. (Cancelled)
19. (Previously Presented) The method of claim 31 in which said individualized data are transferred by a radio or microwave frequency signal from the card to the gaming machine or said computer network.

20. (Previously Presented) The method of claim 31 in which the card includes readable indicia and said indicia are electronic indicia stored in a memory of a microprocessor carried in the card.

21. (Previously Presented) The method of claim 31 in which the card is carried by the player in the form of an article of personal adornment or clothing.

22. (Original) The method of claim 21 in which the card is carried by the player in the form of a wristwatch.

23.-25. (Cancelled)

26. (Previously Amended) The method of claim 31 in which said card carries a microprocessor, said microprocessor providing a plurality of separate accounts to the user.

27.-30. (Cancelled)

31. (Previously Presented) The method of activating a gaming machine by an individual player for subsequent play, which comprises:

displaying to said gaming machine, without physical contact with said gaming machine, a card carried by the player;

said card comprising suitable electronics for data transmission;

causing wireless transfer of first individualized data concerning the player from the card to the gaming machine or to a computer network that is associated with said gaming machine;

evaluating said data against a stored database;

upon favorable evaluation of said data, said gaming machine providing a personalized greeting to the player;

providing biometric sensing as separate, personal identification to the gaming machine;

evaluating said biometric sensing;

activating said gaming machine for said subsequent play upon favorable evaluation of said data and said sensing;

during or after said subsequent play, causing wireless transfer of second, individualized data back to the card to be stored.

32. (New) The method of activating a gaming machine by an individual player for subsequent play, which comprises:

said individual player manually actuating said gaming machine to accept non-contact electronic data transmission from a card carried by the player;

displaying to said gaming machine, without physical contact with said gaming machine, said card carried by the player;

said card comprising suitable electronics for data transmission;

causing wireless transfer of first individualized data concerning the player from the card to the gaming machine or to a computer network that is associated with said gaming machine;

evaluating said data against a stored database;

upon favorable evaluation of said data, said gaming machine providing a personalized greeting to the player;

providing biometric sensing as separate, personal identification to the gaming machine;

evaluating said biometric sensing;

activating said gaming machine for said subsequent play upon favorable evaluation of said data and said sensing;

      during or after said subsequent play, causing wireless transfer of second, individualized data back to the card to be stored.

33. (New) The method of claim 32 in which, after evaluation of said data, the gaming machine is activated in a specific mode selected from a plurality of possible modes of activation, the specific mode selected being a function of the individualized data.

34. (New) The method of claim 33 in which the specific mode selected comprises a particular game or choice of games to be played.

35. (New) The method of claim 33 in which the specific mode selected comprises a special offer of a benefit or activity for the player.

36. (New) The method of claim 32 in which said individualized data are transferred by a radio or microwave frequency signal from the card to the gaming machine or said computer network.

37. (New) The method of claim 32 in which the card includes readable indicia and said indicia are electronic indicia stored in a memory of a microprocessor carried in the card.

38. (New) The method of claim 32 in which the card is carried by the player in the form of an article of personal adornment or clothing.

39. (New) The method of claim 38 in which the card is carried by the player in the form of a wristwatch.

40. (New) The method of claim 32 in which said card carries a microprocessor, said microprocessor providing a plurality of separate accounts to the user.

41. (New) The method of claim 32 in which said individual player manually actuates the gaming machine by pressing a button.

42. (New) The method of claim 3 in which said player physically actuates said gaming machine by pressing a button.